



City of Newport Parks and Recreation, Athletics Office
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ADULT BASKETBALL LEAGUE RULES

The Parks and Recreation Department or City of Newport will not be responsible for injuries or property damage to any team players, coaches, or other participants in the Newport Adult Recreation Basketball League. There is no accident or injury insurance provided through the league. It is up to the teams or individual participants to provide their own medical and property insurance.

Games in this basketball league are governed by the current rules and regulations of the OSAA Constitution and By-laws and the National Collegiate Athletic Association's Basketball Rule Book with the exceptions as may be found in this manual.

LEAGUE FEES

\$600.00 Total – includes 8 regular season games and tournament play

REGISTRATION

1. All teams must register to guarantee their team's entry into the league.
2. All registration for teams is due at the Newport Recreation Center.
3. **Roster deadline:** By the beginning of the FIRST scheduled game

PLAYER ELIGIBILITY

1. **AGE:** All players must be 17 years of age or older.
2. All players can only play on ONE team.

ROSTERS

1. Each team **MUST** submit a roster by the beginning of the first scheduled game. Each player must sign the roster to be officially on the team. Failure to submit roster will result in forfeiture of game.
2. Each team will be limited to 18 members on a roster. This includes the coach if he/she is a player coach.
3. Players are limited to playing only on ONE team.
4. Anyone playing on two different teams in the league, without properly being released will be suspended from the League and the game he/she participated in illegally could be forfeited.
5. Players may be added or deleted from the roster with the approval from the League Director and only in extenuating circumstances that cause a current active player to have to be removed. (i.e. active player breaks a bone, etc.)
6. All players must play in at least four (4) regular season games with their current team to be eligible for tournament games. Players may sit on the bench and count that game towards the four required for playoffs.
7. The designated home team is responsible for keeping the official scorebook. The designated visiting team is responsible for running the scoreboard controller.

GAME DAY GUIDELINES

1. Prior to game time, each Team Manager will insure that all eligible players are entered in the book
2. **BALLS:** Each team will furnish their own practice balls. The game ball will not be used by teams to warm up.

3. **REFEREES:** Two referees will be provided for each official game. The referee's decision is FINAL. They are here to support the league. Please keep in mind that there would not be a league without them.
4. **CHILDREN:** Children must remain seated on bleachers and be accompanied by a non-playing parent or guardian.
5. **BLOOD:** Any player who starts bleeding for any reason during a game, must come out of the game until the bleeding subsides or until the bleeding area is covered and blood is not visible through the bandage.
6. **FIRST AID:** The Parks and Recreation Department can provide limited First Aid treatment and supplies.

PLAYING RULES

1. **GAME TIME:** A regulation game will consist of two 20-minute, stop-clock halves.
2. **TIMEOUTS:** Each team will be allowed four (4) timeouts for the entire game. One (1) timeout will be awarded during each overtime period. Timeouts will be allowed to carry over into an overtime period.
 - a. Timeout periods: 1 minute long
 - b. Time between halves: 5 minutes long
3. **MERCY RULE:** A running clock will be instituted if any team is leading by twenty (20) points or more with ten minutes or less remaining in the second half. If the losing team gets within 10 points, the clock will be operated by regulation for the remainder of the game.
4. **GRACE PERIOD:** Grace period is 5 minutes for ALL games.
5. **SHOT CLOCK:** An approximate 35 second shot clock will be in effect. The referee will be responsible for keeping track of the shot clock. The referee will give an audible warning at thirty (30) seconds. If the team does not shoot within five (5) seconds of the warning, it will be treated as a shot clock violation.
6. **OVERTIME/TIES:** In case of a tie at the end of the regulation play, a five (5) minute overtime period will be played. If the game is tied at the end of the overtime period, a second five (5) minute overtime will be played. If the score is still tied, successive two (2) minute overtimes will be played until winner is declared. There will be a jump ball to start each O.T. period. Each team gets one (1) additional timeout per overtime period.
7. **DUNKING:** Dunking is allowed during games and warm-ups.
8. **FREE THROWS:** Players on the lane can enter the lane once the ball leaves the hand of the shooter. The shooter and players behind the 3-point line cannot enter the lane until after the ball makes contact with the rim.
9. **SCOREKEEPERS:** To avoid confusion NO ONE is allowed in the area of the scorer's table except substitutes. The designated home team is responsible for keeping the official scorebook. The designated visiting team is responsible for running the scoreboard controller. Swearing and foul language WILL NOT be tolerated from the benches. Any team reported for any above infractions can be placed on probation or suspended.
10. **NO JEWELRY**
11. **NO EATING/DRINKING/SMOKING IN THE FACILITY.** Any team found violating these rules will be subject to fine or suspension.

VIOLATORS DO NOT HAVE TO BE WARNED PRIOR TO BEING EJECTED FROM THE GAME.

STANDINGS

1. All game scores and league standings will be posted on QuickScores.com, under Newport Parks and Recreation.
2. Your final league placement is determined by the number of teams ahead of you. If two (2) teams are tied for a position, then a position will be removed. (i.e. if you finish behind two (2) teams tied for first place you are in third place not second place.)
3. In the event a team drops from the league during the regular season, a win will be placed in the standings for the team(s) that was scheduled to play the dropped team.
4. If there is a tie (2 team, 3 team or more), the following will be the order for using tiebreakers.
 - a. **First Tie Breaker:** Head-to-head win lost record. (Whichever team won when the team(s) played each other during the season is the winner.

- b. **Second Tie Breaker:** Point spread of head-to-head competition(s). Whichever team scored more points in the head-to-head games during the season is the winner.
- c. **Third Tie Breaker:** Head to Head record against next highest seeded team.
- d. **Forth Tie Breaker:** If teams are tied for first place and the top 3 tie breaker rules have already been used, then the following procedure will be used. Average point differential during the season.

FORFEITS

A team is subject to forfeit a game for any of the following infractions:

1. Using an ineligible player. A player can only play on one (1) team in the Recreation League.
2. Failure to field a team of at least five (5) eligible players within five minutes of the scheduled game time. Grace period is 5 minutes. Teams must be dressed and at the site.
3. Any team **forfeiting two consecutive games** during the season **will be dropped from the league**. No refund will be given.

MAKE-UP GAMES

1. Games called off due to weather will be rescheduled by the Athletic Department office.
2. Teams will be notified of the time and site by email.
3. The Athletic Department will do its best to reschedule games on league night but reserves the right to reschedule games on other days.

PROTEST PROCEDURE

1. A manager can protest an ineligible player, provided the protest is made prior to the game or before the player in question officially enters the game.
 - * The protesting manager must notify the Referee and Scorer's Table of the protest. (The game will still be played). The game will be played under protest.
2. If the protest is found to be valid and is upheld, a loss will be credited to the team found to be using an ineligible player.
3. Any questions about rule interpretations should be brought to the attention of the Referee and Scorer's Table and will be dealt with at the game. A copy of the league rules will be on site for clarification.
 - a. A game cannot be held up more than 5 minutes for a rule interpretation.
 - b. Game length will not be extended.
 - c. All decisions are final and may not be protested.
4. If a protest of an ineligible player is made **during a tournament game**, the following procedures must be used:
 - a. The protesting manager must notify the Referee and League Director before the game or before the player in question officially enters the game.
 - b. The Referee will notify the scorekeeper who will record the score for each team and the official time. The game will be stopped for the protest.
 - c. The League Director will review the protest and make a decision before the game is resumed.
 - d. All decisions are final.
 - e. The game will continue for the full length of the remaining allotted time.
5. Highly technical protests and those which did not have any effect on the final result should be discouraged or disallowed.

CONDUCT OF PLAYERS, COACHES AND SPECTATORS

1. **DRINKING:** Any team allowing players or spectators to drink during the games or to drink in the bench area will be subject to suspension and/or forfeiture of game or ejection from the league. There are NO alcoholic beverages allowed in the FACILITY.
2. **TRASH:** If there are trash cans available, please use them. If not, please take your litter with you. All teams are required to clean up their bench areas.

3. **UNSPORTSMANLIKE CONDUCT:**
 - i. Unsportsmanlike actions by a team or a team member may result in ejection or suspension. Unsportsmanlike actions include any verbal or physical abuse directed at any player, a fan, or referee (i.e.: swearing, fighting, intimidation, etc).
 - ii. Players DO NOT have to be issued a warning by the referees prior to being ejected from the game. The referees are requested to be more diligent and emphasize enforcement of this rule.
4. **PLAYER EJECTION:** Any player ejected from the game or receiving 2 unsportsmanlike technical fouls (not necessarily in the same game) is automatically on probation for the remainder of the season. Any further unsportsmanlike actions by these players will subject them to immediate suspension from the Recreation League. Some instances of flagrant unsportsmanlike conduct may result in immediate suspension instead of probation.
5. **TEAM FOULS:** Any team whose players receive 3 unsportsmanlike technical fouls (not necessarily in the same game) is automatically on probation for the remainder of the season. Any further unsportsmanlike actions by players, coaches, or spectators will subject players or team to immediate expulsion from the League. Some instances of flagrant unsportsmanlike conduct may result in expulsion instead of probation.
6. **SUSPENSIONS:** A player may be suspended from the League or any subsequent play for any of the following: (length of suspension to be decided by the Athletics Office)
 - i. Fighting
 - ii. Unsportsmanlike conduct.
 - iii. Failure to comply with eligibility rules or meet player roster requirement.
7. **FANS:** Teams are responsible for their spectators. Unsportsmanlike actions by spectators can subject teams to penalty.
8. **PROFANITY:** No profanity allowed or risk immediate ejection.

SUSPENSIONS/BANNED

1. Any player ejected from a basketball game is **AUTOMATICALLY SUSPENDED FOR ONE (1) GAME** and placed on probation for the remainder of the season. That suspension must be served on their next scheduled game that their team actually plays. Any player who participated in the next game after they are ejected from the previous game is ineligible and subject to indefinite suspension from the League. Forfeits, snow days and any other cancellations DO NOT COUNT as games sat out.
2. TEAMS ARE RESPONSIBLE FOR ENFORCING THESE SUSPENSIONS.
3. Displays of flagrant unsportsmanlike behavior will subject players to longer suspension.
4. Any player will also be banned for one (1) game following their third total technical foul of the season. Technical foul counts from the regular season will not carry over to the playoffs, but suspensions will.
5. Players can be suspended or banned from the league at the discretion of the League Director. No refund will be awarded to those removed for disciplinary reasons.

UNIFORM RULE

The referees are requested to enforce the County Recreation uniform rule. Violating teams will be subject to a penalty from the County League. League games will be observed by League Representatives for flagrant violations.

1. Players should not be allowed to enter the game without a uniform shirt.
2. Coaches are not required to wear uniform shirts.
3. Referees have the right to disallow any questionable garments.
4. **UNIFORM RESTRICTIONS:**
 - a. Jerseys: The color of the main body of the jersey must match the other players. The team name **MUST** match. Numbers are mandatory.
 - b. Undershirts: NO RESTRICTIONS on color or style.
 - c. Pants: NO RESTRICTIONS on pants, shorts & sweat pants. Team may wear ANY color or style.
 - d. Shoes: All-purpose shoes or sneakers are permitted.